

R. J. Pirchinello

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www.rjaudio.com

Audio Production & Sound Design Specialist

Innovative professional with extensive experience in delivering cinematic, high-fidelity sound for film, television, sports, and commercial media. Skilled in designing innovative audio landscapes that harmonize creativity with technical precision to ensure compelling auditory experiences that enrich visual storytelling. Proficient in Pro Tools, Logic Pro X, Waves, SoundToys, Izotope, and UAD plug-ins, with advanced expertise in sound editing, music composition, and digital audio integration. Adept at troubleshooting complex sound issues, optimizing production quality, and producing distinctive, audience-engaging results across dynamic media environments.

Areas of Expertise

- Audio Production & Post-Production
- Music Composition & Arrangement
- Voiceover Recording & Processing
- Sound Design & Editing
- Audio Synchronization
- Mixing & Mastering
- Cross-Functional Collaboration
- Dialogue Editing & Cleanup
- Audio Asset Management

Professional Experience

Self-Employed, Los Angeles, CA

2017 – Present

Sound Designer, Composer & Mixer

Direct high-profile freelance sound design and mixing initiatives for major broadcast clients, including Fox Sports and FS1. Craft, engineer, and refine audio compositions for diverse television and film productions by showcasing technical expertise and artistic innovation. Deliver original musical compositions integrated into promotional content for Velocity Channel and independent film trailer Four Points.

Key Contributions:

- Contributed to average per-game viewership by 715,000 by orchestrating rollout of USFL debut season via compelling and sound production.
- Elevated broadcast identity and audience engagement by optimizing dynamic soundscapes for promotional spots and show segments.
- Secured recurring national exposure by executing sound design and editorial work for MLB promotional campaigns.
- Earned industry acclaim through a nomination and award for Best Sound Design at an independent film festival, underscoring superior auditory production excellence.
- Assisted in achieving record-breaking seven-year viewership milestone for 2024 World Series, driving a 74% year-over-year audience increase and averaging 15.81M viewers through innovative audio direction.

Danny Dunlap Music, Los Angeles, CA

2014 – 2016

Assistant Audio Engineer and Administration

Supported recording sessions by setting up microphones and capturing high-quality performances. Edited and optimized library tracks for presentation to potential clients aimed at facilitating use in advertising campaigns.

Key Contributions:

- Maintained and organized music library, including recordings and composer's website.

AMC Networks, New York, NY

2010 – 2014

Sound Designer & Mixer

Delivered on-air audio mixing for major television networks, including AMC Networks, Comedy Central, Spike, MTV, and VH1. Collaborated with creative directors to interpret and execute the creative vision for promotional projects. Designed and integrated audio elements, including voiceovers, music, sound effects, and dialogue to meet optimal sound quality for each promo. Edited and refined audio tracks using advanced software tools for clarity, consistency, and professional-grade output. Adhered to brand guidelines and technical specifications to deliver content compatible with diverse platforms and formats. Coordinated multiple projects concurrently, consistently meeting tight deadlines in a high-volume production environment. Incorporated client feedback to adjust and perfect audio mixes to ensure alignment with project objectives.

Key Contributions:

- Achieved a surge in Portlandia's debut season viewership from 263,000 to 725,000 by developing dynamic promotional campaigns that drove sustained audience growth.

- Strengthened brand visibility and boosted audience engagement by producing high-impact promotional packages for IFC's flagship series, including Portlandia, The Spoils of Babylon, and Maron.

Additional Experience

Atlantic Video, Washington, DC

Sound Designer & Mixer

- Achieved Best Sound Design nomination at Action on Film Festival in San Diego for the AV short Milieu by elevating overall sound design quality and creative execution.
- Generated \$500K profit growth by collaborating with Graphics Department on Discovery Education's Pendemonium, enhancing project efficiency and production value.

Clean Cuts Music and Sound Design, Washington, DC

Audio Engineer & Sound Designer

- Delivered implementation of state-of-the-art, five-room audio and sound design facility by showcasing exceptional technical proficiency and pioneering innovation.
- Supported high-profile recording sessions featuring renowned personalities, including Michael Jordan, Sean Bean, Christy Romano, and Coach John Thompson Jr.

Golden Egg Records/GMI Entertainment, New York, NY

Production Assistant

- Enhanced national exposure by engineering and producing radio liners for syndicated cross-country broadcasts.
- Gained full-time employment as production assistant via strong reputation as the primary resource during recording of Deborah Gibson's album M.Y.O.B.

JSM Music, New York City, NY

Audio Engineer/Technical Assistant

- Supported production operations for the Alessi Brothers during the recording of Deborah Gibson's album M.Y.O.B.
- Provided musical and technical contributions to John Forté's album (I, John) via establishment of collaborative creative partnership.

Apple Retail, New York, NY/Los Angeles, CA

Technical Specialist

- Provided outstanding customer service and advanced technical assistance for Apple products for optimal user satisfaction and issue resolution.
- Identified technical requirements, implemented solutions, and enhanced system efficiency and functionality with cross-functional teams.

Venice Church, Los Angeles, CA

Church Lead Audio Engineer Volunteer

- Maintained optimal audio quality for live services, balancing vocals, instruments, and other sound sources for seamless auditory experience.
- Produced and mixed high-quality online services during COVID-19 lockdown via Logic Pro to deliver engaging virtual worship experiences.

Education

Bachelor of Music in Recording Arts & Sciences | Duquesne University, Pittsburgh, PA

Technical Proficiencies

Pro Tools | Logic Pro X | Waves | SoundToys | Izotope | UAD Plug-ins | Native Instruments Software | DAW Installation